SUNDER THE STARS V1.0 Quick Reference Sheet!

INITIATIVE PHASE - Roll 2D6 for each ship, squadron, flight or wing in play and add its initiative modifier and any other modifiers. Use a d20 placed next to the unit to note this number.

ACTION PHASE – In order of highest initiative to lowest, activate one ship, squadron, flight or wing at a time. Finish activating one squadron member before starting the next. Remove the D20, and trigger any "when unit activates" events (like second and third damage rolls for fusion weapons) now.

Initiative Ties - Whoever activated last before the tie would activate a tied unit first, and then the opponent would activate one, going back and forth until all tied units were activated. If only one side had ties, then they may activate those units in any order they wish.

MOVEMENT – Move Points (MP) are paid to turn one hex facing/90° or to move forward one hex/2". You don't have to spend all of the ship's MP, but they may not be saved from one turn to the next. Ships may move through hexes/space occupied by other ships but may not end their movement in the same hex/space as another ship.

Special Maneuvers:

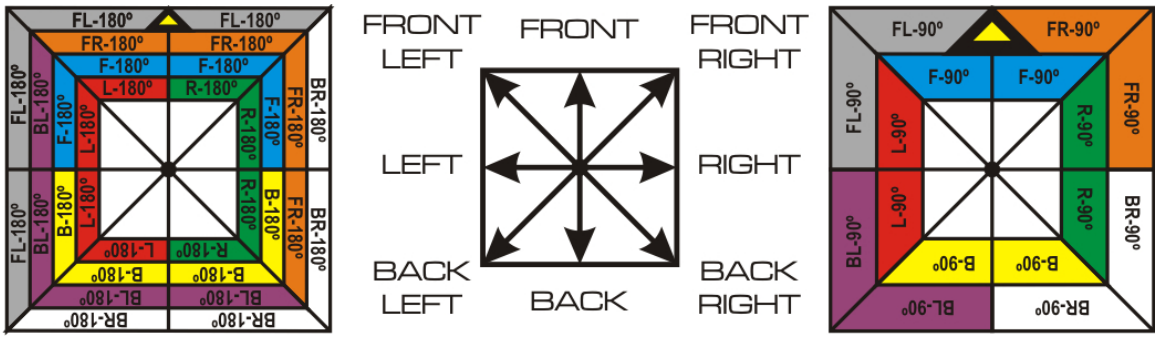
Blink Out - A ship may leave the battle at any time as long as it has MP available for use. The player declares the ship will blink out at the beginning of its activation. The ship may move as normal and recover fighters, but not make any attacks, lay mines or have its shields set to anything other than "normal" during that activation. At the beginning of the ship's next activation, it instantly warps off the table and is removed from play.

Engines Astern - A player may declare at the beginning of a ship's activation that it will be moving engines astern, which allows the ship to move backwards at twice the normal MP cost for each maneuver. A ship cannot combine forward and backward movement in the same activation.

Roll - The ship rolls along its axis so that front & back arcs remain where they are but the left & right arcs switch. This costs 1 MP. A ship may roll more than once during its activation.

Side Slip - A ship may move to one hex/3" at 45° left or right in the direction of it's currently heading without turning or changing its facing. The cost is 2 MP.

MOVEMENT COSTS	
Movement and Terrain (what's in the hex)	**Move Point Cost**
Move one hex/2" forward.	1
Turn 1 hex facing/up to 90° - ignore terrain.	1
Engines Astern – backwards movement.	x2
Roll – flip 180° so that Left is now Right or back to "normal".	1
Side slip	2
Moving through 1 hex/2" of gas or dust cloud.	No effect.
Moving through 1 hex/2" of an asteroid field.	x2 or attacked at AV 1D6 each hex.
Hex/space has planet, star or other large body.	No entry, automatic destruction.



Weapon Systems – When it doubt: ATTACK! Ammunition is unlimited!			
Type	**Arc**	**Maximum Range**	**Special Rules**
Battery	180°	16 hexes/32”	4 hex/8” range bands, -1 AV for each after the first.
Drone	90°	8 hexes/16”	Indirect Fire, Spotter, AV reduced by PD, may not split AV among multiple targets.
Fusion	90°	4 hexes/8”	Extra attacks vs. successfully hit ship’s DV for 2 more turns when target activates, initial AV reduced by PD, may not split AV among multiple targets.
Rack	90°	16 hexes/32”	AV reduced by PD.

Attack Value (AV) Modifiers: these modifiers affect a weapon’s Attack Value number before the roll. If the weapon’s Attack Value is modified below 1 then the attack cannot be made.

ATTACK VALUE (AV) MODIFIERS	
Situation	**Modifier**
Battery Attacks Only: for every range band (4 hexes/8”) after the first.	-1
Attacking ship is not using any MP this action rhase.	+2
Defending ship did move but did not make any turns or sideslips this activation.	+1
Defending ship did not use any MP in its last activation.	+2
For every hex/2” or portion of gas cloud.	-1
For every hex/2” or portion of dust cloud or asteroid field.	-2
Attacking ship does not have Line of Sight to Defending ship.	No Attack

To Hit: Attacker’s weapon’s Attack Value (AV) number +/- modifiers + 1D6 vs. Defender’s Defense Value (DV) +/- modifiers + 1D6.

Resulting Damage:
Attacker’s roll is less than or equal to defender’s roll = no damage.
Attacker’s roll is greater than defender’s roll but not twice the defender’s roll = 1 point of damage.
Attacker’s roll is twice defender’s roll = 2 points of damage.
Attacker’s roll is three times the defender’s roll = 3 points of damage.
Etc.

Critical Rolls - If the defender or attacker rolls a 6 on the D6, then add the 6 to the score of whoever rolled it, and that player may roll again, adding that roll to the total of the attack or defense. The player may keep rolling until he rolls something other than a 6. Add all these rolls to the total score.

Fah-KOOM! - If attacker destroys an undamaged ship with 1 attack roll: the target explodes! Make a 2D6 attack (roll only once) on every ship 1 hex/2” away for medium, or 2 hexes/4” away for large ships. Small ships also explode, but only effect fighters in their hex. All fighters within the explosion’s area of effect are automatically lost. Any damage inflicted upon a ship takes effect immediately. Destroyed ships are removed from the game before any other activations can take place.

Firing a Spread - A single battery or rack may split its attack value into multiple attacks, but these attacks must be against different ships or targets. This may shorten the maximum range for battery attacks, but not racks.

Point Defense (PD) - Any enemy fighters within 2 hexes/4” of the ship, or attacks that can be intercepted by PD that draw their line of sight within 2 hexes/4” of the ship are automatically attacked by the ship’s PD. Roll 1D6 for every point of the ship’s current PD. On each roll of 5 or 6, a flight of fighters is destroyed, or the attack has its attack value lowered by 1 point. PD systems have unlimited ammunition and automatically activate no matter how many individual triggering events occur in a turn, but if neighboring ships are attacked by a spread attack from the same source, then all of their PD must be used to protect themselves, not their buddies.